```
12 If (a > 0)
     {
14       a = a + 1;
16       b = 3;
18       c = c - 4;
     }
else
     {
20       a = a + 5;
22       b = b << 2;
24       c = c >> 3;
     }
```

Fig. 1 Prior art

```
32      CMPGT R0, 0;
34      JUMP.NC false;
36      ADD R1, R1, 0x1 || MVI R2, 0x3;
38      SUB R3, R3, 0x4;
40      JUMP exit;
42 false:
44      ADD R1, R1, 0x5 || LSL R2, 0x2;
46      LSR R3, 0x3;
48 exit:
```

Fig. 2 Prior art

```
60   CMPGT R0, 0;
62   CEX.C.C.NC.NC || ADD R1, R1, 0x1 ||
     MVI R2, 0x3 || ADD R1, R1, 0x5 || LSL R2, 0x2;
64   CEX.C.NC || SUB R3, R3, 0x4 || LSR R3, 0x3;
```
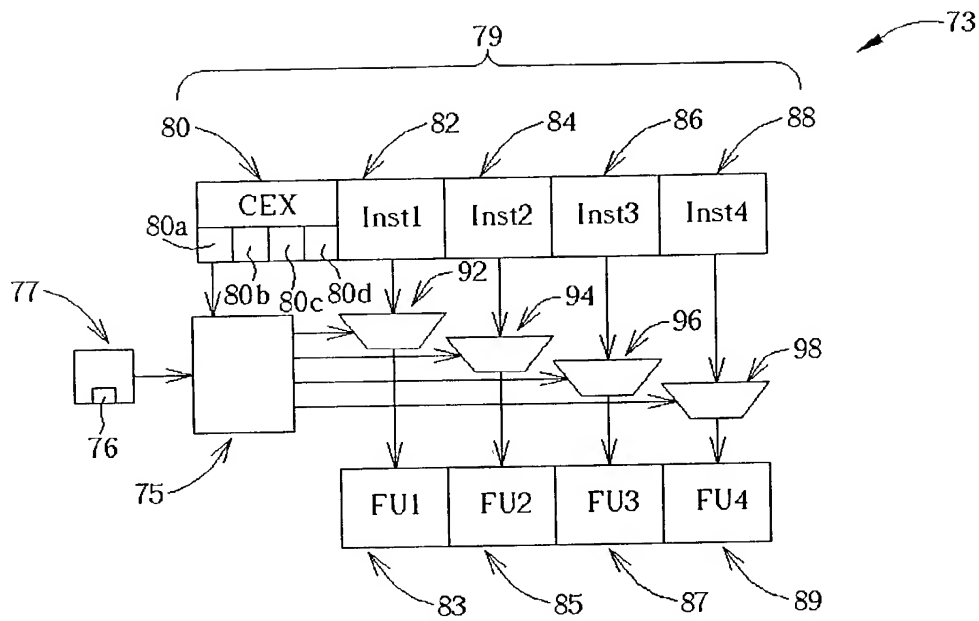
Fig. 3

Fig. 4